

Claims

What is claimed is:

1. A display method comprising:
projecting a gaming image on an image display area defined in a game board of a game machine, in accordance with a gaming state; and
projecting an information displaying image representing information other than information of a game on at least part of the image display area, if a predetermined condition has been satisfied.
2. The display method of claim 1 wherein the information displaying image further comprises advertising information.
3. The display method as defined in claim 1, wherein when the predetermined condition has been satisfied, the information displaying image is projected on the whole image display area.
4. The display method as defined in claim 3, wherein if the predetermined condition ceases to be satisfied in a state where the information displaying image is being projected, the gaming image is projected on the image display area.
5. The display method as defined in claim 4, wherein when a player has come within a predetermined distance of the game machine, the gaming image is projected by deciding that the predetermined condition is not satisfied.

6. The display method as defined in claim 4, wherein upon lapse of a predetermined time period since the game machine has shifted into a non-gaming state, the information displaying image is projected by deciding that the predetermined condition has been satisfied.

7. The display method as defined in claim 3, wherein a single information displaying image is displayed extending over all image display areas of a plurality of adjacent game machines satisfying the predetermined condition by dividing and projecting the single information displaying image on the respective image display areas of the adjacent game machines satisfying the predetermined condition.

8. A display apparatus for a game machine comprising:

a projection mechanism which projects a gaming image on an image display area defined in a game board of the game machine; and

a control unit which causes the projection mechanism to project the gaming image corresponding to a gaming state;

wherein if a predetermined condition has been satisfied, the control unit causes the projection mechanism to project an information displaying image representing information other than information of a game on at least part of the image display area.

9. The display apparatus of claim 8 wherein the information displaying image further comprises advertising information.

10. The display apparatus for a game machine as defined in claim 8, wherein when the predetermined condition has been satisfied, the control unit causes the projection mechanism to project the information displaying image on the whole image display area.

11. The display apparatus for a game machine as defined in claim 10, wherein when the predetermined condition ceases to be satisfied in a state where the control unit is causing the projection mechanism to project the information displaying image, the control unit causes the projection mechanism to project the gaming image on the whole image display area.

12. The display apparatus for a game machine as defined in claim 8, further comprising a storage unit which stores therein image data concerning the information displaying image, wherein when the predetermined condition has been satisfied, the control unit generates displaying image data for causing the projection mechanism to display the information displaying image on the basis of the image data stored in the storage unit, so as to output the generated data to the projection mechanism, and the projection mechanism projects the information displaying image, on the basis of the displaying image data output by the control unit.

13. The display apparatus for a game machine as defined in claim 8, wherein when the predetermined condition has been satisfied, the control unit generates displaying image data for causing the projection mechanism to display the information displaying image, on the basis of image data output by

an external device, so as to output the generated data to the projection mechanism, and the projection mechanism projects the information displaying image on the basis of the displaying image data output by the control unit.

14. The display apparatus for a game machine as defined in claim 11, wherein when the control unit has determined that a player has come within a predetermined distance of the game machine, on the basis of a sensor signal output by a person sensor, the control unit causes the projection mechanism to project the gaming image, by deciding that the predetermined condition is not satisfied.

15. The display apparatus for a game machine as defined in claim 11, wherein upon lapse of a predetermined time period since a point of time when the control unit has determined that the game machine has shifted into a non-gaming state, on the basis of a gaming-state notifying signal output by a gaming-state detection unit for detecting a gaming state of the game machine, the control unit causes the projection mechanism to project the information displaying image, by deciding that the predetermined condition has been satisfied.

16. A game machine comprising a display apparatus for a game machine as defined in claim 8, and a main control unit which causes the display apparatus for a game machine to project the gaming image and the information displaying image.

17. The game machine as defined in claim 16, wherein when a control signal for displaying the information displaying image has been output by an external control device, the main control unit causes the display apparatus for a game machine to project the information displaying image, by deciding that the predetermined condition has been satisfied.

18. The game machine as defined in claim 16, including a person sensor which outputs a sensor signal permitting the control unit to determine whether a player has come within a predetermined distance of the game machine, wherein when the main control unit has determined that the player has come within the predetermined distance, on the basis of the sensor signal output by the person sensor, the main control unit causes the display apparatus for a game machine to project the gaming image, by deciding that the predetermined condition is not satisfied.

19. The game machine as defined in claim 16, including a gaming-state detection unit which detects a gaming state of the game machine so as to output a gaming-state notifying signal, wherein upon lapse of a predetermined time period since a point of time when the main control unit has determined that the game machine has shifted into a non-gaming state, on the basis of the gaming-state notifying signal output by the gaming-state detection unit, the main control unit causes the display apparatus for a game machine to project the information displaying image, by deciding that the predetermined condition has been satisfied.

20. A game machine comprising the display apparatus for a game machine as defined in claim 14.

21. An information display system comprising a plurality of game machines each of which includes the display apparatus for a game machine as defined in claim 13, and a control device being the external device, which includes a storage unit for storing therein the image data concerning the information displaying images to be displayed on the individual game machines, and which outputs the image data to the display apparatus for each game machine.

22. The information display system as defined in claim 21, wherein a single information displaying image is displayed extending over all image display areas of a plurality of adjacent ones of the game machines that satisfy the predetermined condition, the control device outputs the image data for projecting divided images obtained by dividing and projecting the single information displaying image to the display apparatuses for the respective game machines.

23. The information display system as defined in claim 21, wherein the control device outputs the image data acquired through a communication network, to the display apparatuses for game machines, of the respective game machines.